INSIDE IMAGE

SEPTEMBER 1993
ISSUE #7

Is Prophet Here To Save Mankind... Or Condemn It?

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INSIDE

SEPTEMBER

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A PROPHET COMETH

BY RON RIFE

Since his introduction in the pages of Rob Liefeld's Youngblood, the enigmatic man called Prophet has become one of the most popular characters in Youngblood's corner of the Image Universe. Now, after playing a major role in Deathmate, this summer's crossover between Image and Valiant, Prophet is spinning off from Youngblood into his own regular series.

SET TO DEBUT IN SEPTEMBER, PROPHET WILL SPIN OFF FROM YOUNGBLOOD INTO HIS OWN SERIES.

Set to debut in September, the new Prophet series will be a joint collaboration between Rob and Image newcomer Dan Panosian wherein Rob will be writing the story and supplying layouts for Panosian, who will then go in and do the finished pencils and inks. According to Rob, the results are nothing short of spectacular.

"I've been a big fan of Dan's inking for a long time," Rob explained recently, "but lately, Dan's been making some great strides as a penciller as well. When I saw where he was going with his stuff, I immediately knew he'd be the perfect artist for Prophet. I think the fans will agree, too. I think everybody's really going to be blown away by Dan's work on this series!"

The series opens just shortly after Prophet's last appearance in Youngblood where, in the wake of his and Youngblood's battle with Darkthorn, he learned he'd been cut off from his primary source of power, a futuristic satellite code-named D.O.C.C. (Direct Orbital Command Center).

Aided by Kirby from the Berzerkers, Prophet sets out to re-establish contact with D.O.C.C. through whatever means necessary, running into more than a little trouble along the way.

"For the most part, the main thrust behind our first story arc in Prophet is the search for D.O.C.C.," Rob says. "Without D.O.C.C., Prophet is basically operating at about half his full capacity, so it's obviously pretty high on his list of priorities that he and the satellite re-establish contact.

"What makes things tricky, though, is the fact that Prophet's at a supreme disadvantage in his search due to the fact that he's operating in a world that's completely and utterly foreign to him. Even though Prophet was "created" here on earth, the earth he's familiar with is from back in the 1940's. So, from his point of view, he might as well be on another world."

Rob says that the theme of Prophet as a man out of time and out of place will be a recurring one as things progress, with Prophet running into people he's known in both the past and the future over the course of the series.

"Prophet was created in the past to battle this huge threat to our survival in the future, so we'll be able to bring in characters from both of those time frames," Rob states. "After all, the 1940's weren't so long ago that none of Prophet's friends and family couldn't still be alive. Also, there were a number of heroes active around the time of Prophet's creation – Supreme, Glory and the original versions of Super-Patriot and Die Hard, just to name a few – so there's a good chance that Prophet has had some kind of contact with one or two of them."

Continuing along this line of thought, Rob points out that since Prophet was created to combat the threat posed by Darkthorn's Disciples in the future, there's nothing that says Prophet's creator couldn't actually be from the future himself.

"As Prophet moves along, we'll be uncovering more and more of the secrets surrounding his creation, particularly those secrets dealing with his creator, Garnet Wells," he says. "If Wells knew there was going to be a threat to mankind's survival in the future, he either had access to some manner of time travel device or he was actually from the future himself. We'll be revealing which after a while, but all I'll say right now is that Kirby fits into all of it somehow."

All in all, Rob promises that Prophet fans won't be disappointed when the first issue hits the stands this September. "I think we've got a really strong book here," he enthuses. "Prophet's a character I've been wanting to deal with in his own series for quite a while and now that we're actually getting to it, I'm really excited."

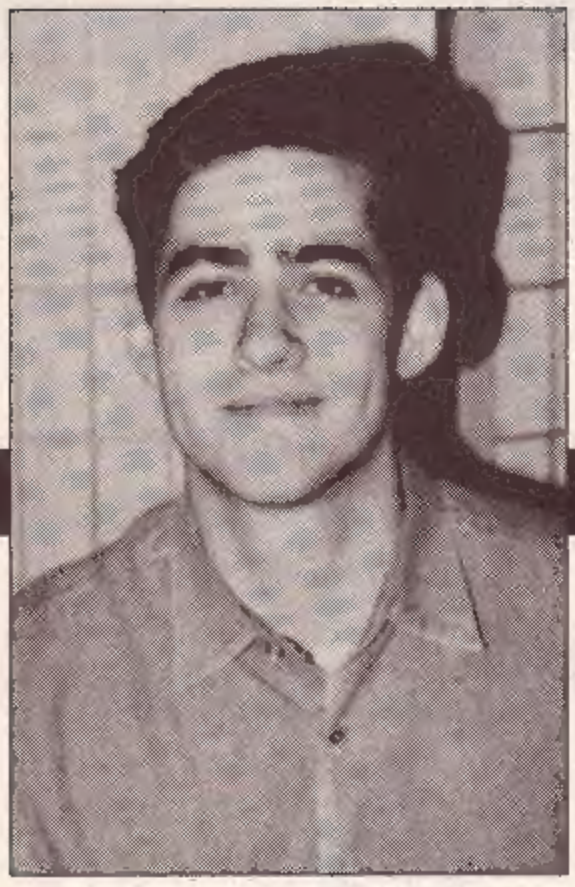
"...WE'LL BE UNCOVERING MORE AND MORE OF THE SECRETS SURROUNDING HIS CREATION."

– Rob Liefeld

"I think the stories we're planning to do in Prophet, are really going to grab the readers' attention and when you throw what Dan's doing into the mix, that just rounds things out even more!"

ALEX GARNER

HOT SHOTS



Birthdate: July 22, 1970

Hobbies: Computer graphics, soccer

Favorite Music: Pink Floyd, Jellyfish

Famous Saying: Denied!

Favorite Food: Any non-seafood pasta dish

T.V. Show: Letterman!

BY KELLY VAN LANDINGHAM

HOW DID YOU GET INVOLVED WITH COMICS, ALEX?

I've always had an interest in comics, but until recently, I had different career goals. I was set on being a computer animator until, on the spur of the moment, I decided to apply as an inker to Homage Studios.

WHAT HAPPENED? A MIDDLE OF THE NIGHT VISION?

I was applying for a new job after I graduated from college when I saw the talent search ad. So, I figured I'd apply for an inking position as well as a computer animator position at a Dallas corporation. Both Homage and the other corporation wanted to hire me and I chose Homage because it would be a lot more fun.

WHAT ARE SOME OF YOUR CREDITS?

WildC.A.T.S #0, Stormwatch #0, and the upcoming GEN-X series.

WHO ARE YOUR INFLUENCES, ALEX?

Mike Golden, Terry Austin, Art Adams, Scott Williams, Jim Lee, James Cameron, and George Lucas.

WHAT IS THE BEST PART ABOUT YOUR JOB?

I get to work any hours, wear any clothes I want, and annoy as many people as humanly possible.

IF YOU WEREN'T DOING COMICS WHAT WOULD YOU BE DOING?

I'd be crouched over at a computer terminal going blind from staring at the screen. Instead, I'm now crouched over at a drafting table going blind from staring at Jeff Scott's pencils.

WHAT WOULD YOU LIKE TO BE DOING 5 YEARS FROM NOW?

Having my pencils inked by Jeff Scott...but that's just between you and me.

AND, CAN YOU TELL US WHAT BOOKS YOU ARE CURRENTLY WORKING ON?

GEN-X and Deathmate.

PROPHET #1

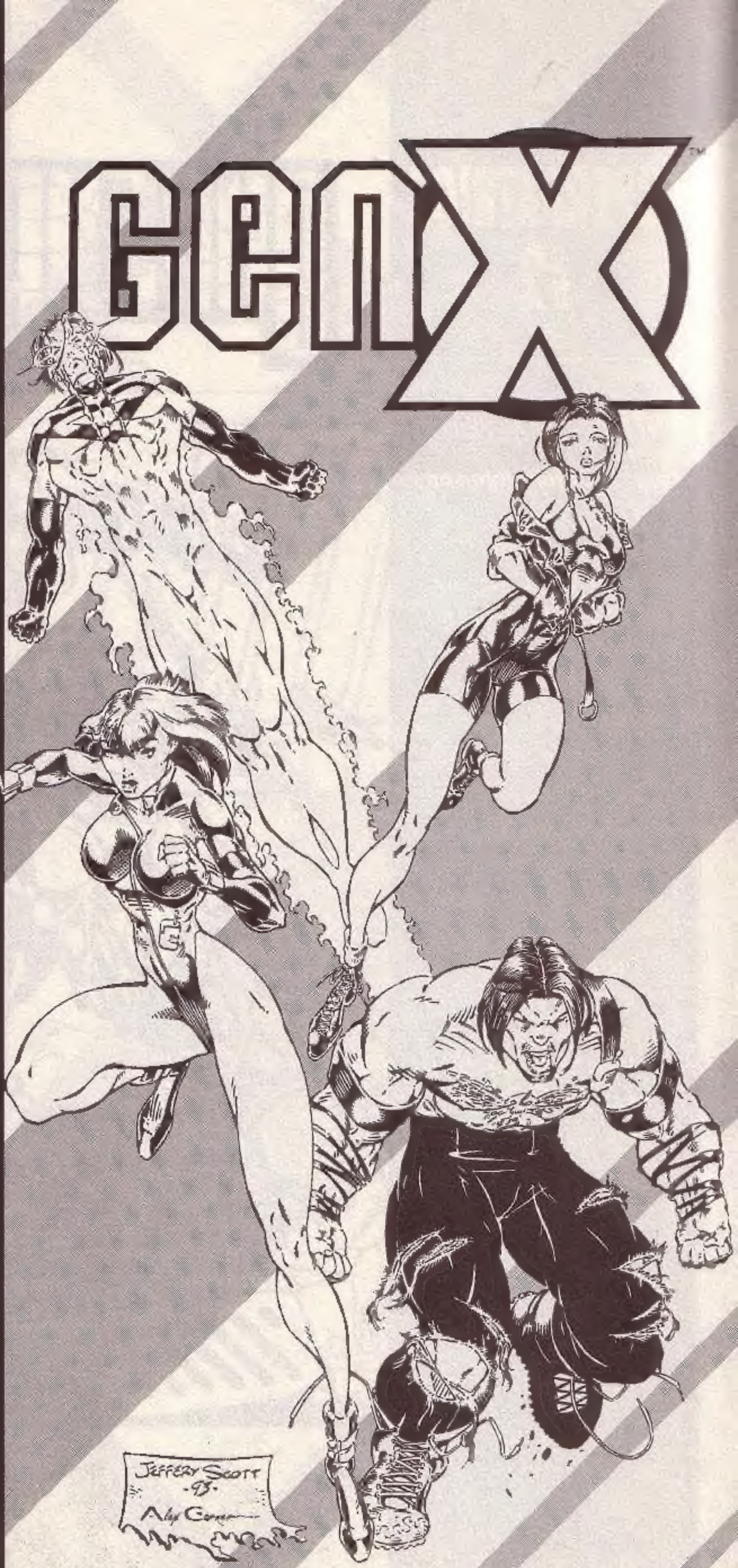
$2.50
Color.
Liefeld/Panosian

From the pages of YOUNGBLOOD! In 1993, John Prophet is a man out of time and out of place. Created in the past to battle evil in the future, Prophet has been awakened in the present. Picking up where his adventures with Youngblood left off, Prophet and Kirby must fight to re-establish contact with D.O.C.C. (Direct Orbital Command Center) and uncover the secrets surrounding his mysterious creation. Plus! Each copy of PROPHET #1 will include a special coupon redeemable for a copy of the upcoming PROPHET #0.

GEN-X #2

$1.95
Color.
Lee/Choi/Scott/
Garner/Chiodo/
Heisler

All is not as it appears to be at the GENESIS FOUNDATION. As teenagers come in from around the country to participate in the New Generation Festival, they are quickly and quietly processed by mysterious men in black as well as scientists in white. Our young heroes find themselves grouped together and realize they all have a special trait in common. Realizing the impending danger, they decide they must escape from the FOUNDATION or die trying!



SUPERPATRIOT #2

$1.95
Color.
Larsen/Giffen/Johnson

The Superpatriot unit has fallen into Covenant hands, and the Covenant Cybertechs couldn't be happier. Their goal, to re-program the SuperPatriot unit, to create the ultimate killing machine, a mind-less engine of destruction blindly serving the Covenant cause...They succeed. This issue will also explore key events in the life of SuperPatriot, giving readers an overview of SuperPatriot's career, from his WW2 exploits up to his near death at the hands of the Vicious Circle.

DOOM'S IV #4

$1.95
Color
Liefeld/Pacella

returns to lead the team
into final confrontation

UNION #3

$1.95
Color
Heisler/Texeira/Chiodo/Cunningham/Mendoza

Union meets a deadly enemy, and we learn more about Union's past than even he may care to know — when he finds himself in Mnemo's Slumberland! And who is the mysterious due waiting for him back in Maine?

Note to retailers & distributors: as per Union's five week shipping schedule this issue bypasses the month of August and will appear in the first week of September

CYBERFORCE

TRADE PAPERBACK

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Color
Eric Silvestri/
Marc Silvestri

and Brandon Peterson

sketches of STRYKER

the stands this summer

SUPREME #6

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Color,
Rob Leifeld/
Brian Murray

This is the one you've been waiting to see! Supreme vs. Khrome in a no-holds barred battle to the finish!

SUPREME™

SHAMAN'S TEARS #5

$1.95
Color:
Grell/Gold/Snoddy/
Haynie

It's the most unexpected crossover in independent comics history as the Robida go on a rampage while Broad Arrow Jane realizes it's up to Shaman Kodiwa Brand to stop them all. Our first ever multi-book crossover with Jon Sable Freelance. Written and drawn by Mike Grell, the creator of both Shaman's Tears and Jon Sable Freelance.

SHAMAN'S TEARS™

BRIGADE #5

$1.95
Color.
Stephenson/
Mychaels/
Rapmund

More is revealed about the origins of Seahawk and Coldsnap as the members of Brigade enter into a shaky alliance with the mysterious Roman.

SPAWN #16

$1.95
Color,
Morrison/Capullo

over: Grant Morrison

These three talents wi

of Hell

NEW BOOKS

COMING IN OCTOBER...

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by Marc Silvestri

STORMWATCH SOURCEBOOK
by Booth/Clark/Garner/Lee/Regla
J. Scott/T. Scott/Williams

VANGUARD
by Gary Carlson & Erik Larsen

Don't Miss 'em!!

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MARC SILVESTRI

CYBER FORCE

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128 PAGES OF:

THE 4 ISSUE MINI SERIES
(INCLUDING THE SOLD OUT 1ST ISSUE!)
CHARACTER BIO FILES
SPECIAL GUEST PIN-UPS
STRYKEFORCE PREVIEW
MARC SILVESTRI SCRAPBOOK
NEVER BEFORE SEEN STORY & ART

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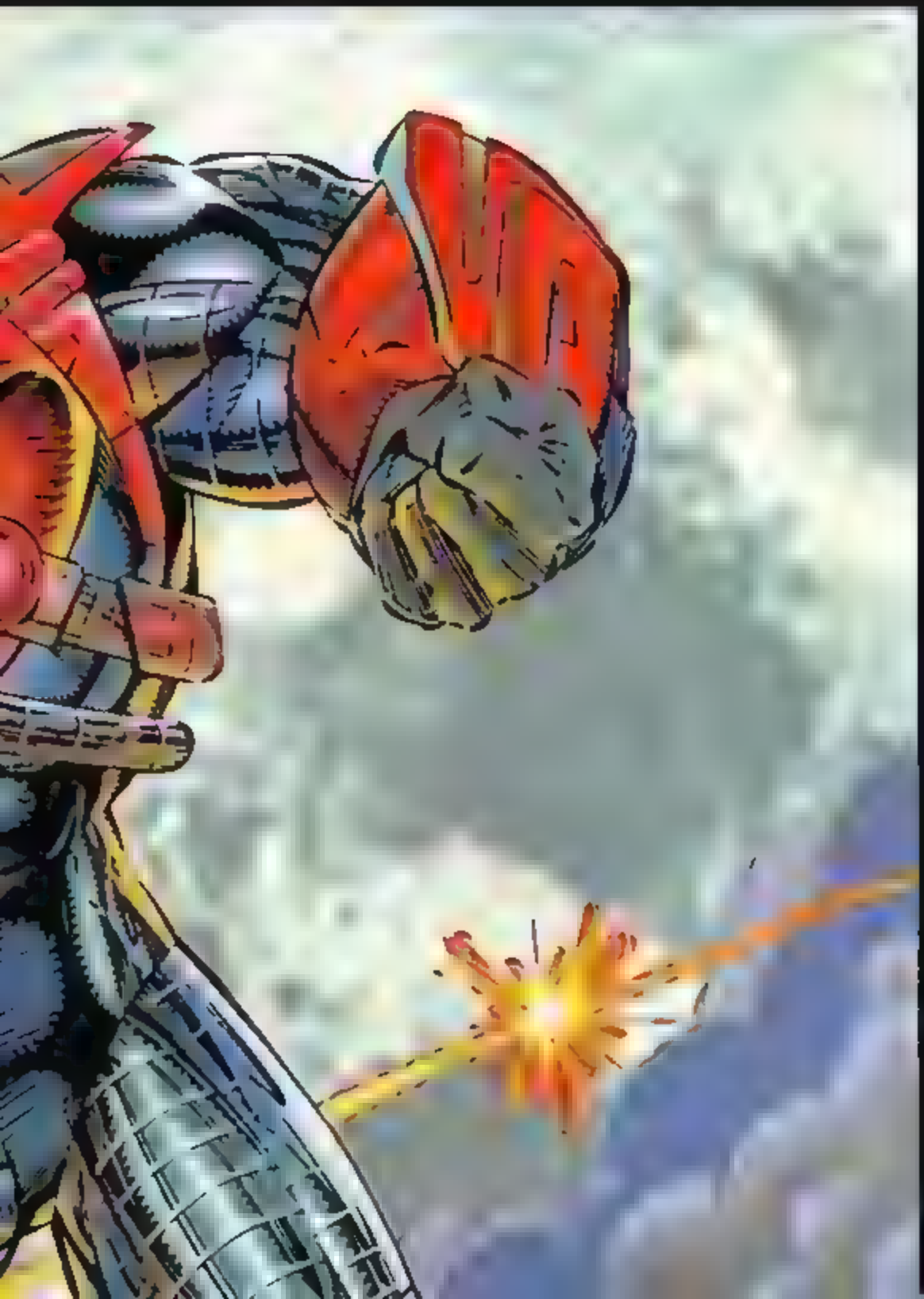
TEAM YOU

UNGBLOOD



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+
BATTAGLINI

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Todd McFarlane, Creator of SPA

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MIKE

HEISLER

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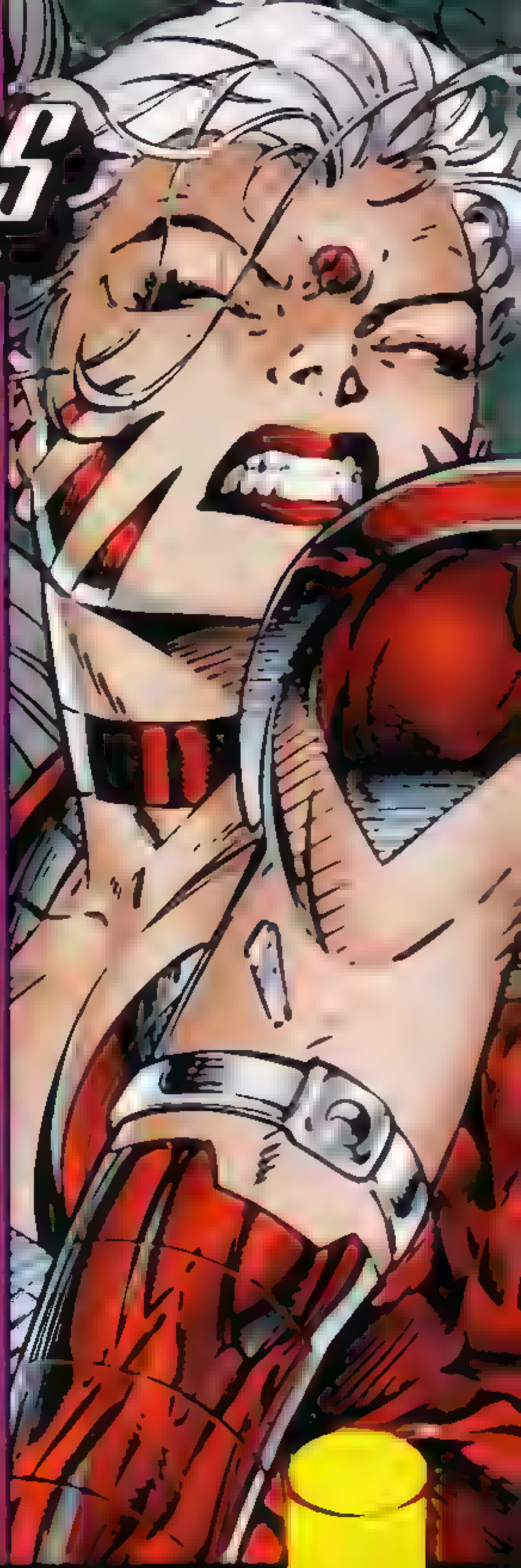

THE BATTLE IS JUST BEGINNING.
ALL THE ACTION OF THE WILDC.A.T.S MINI-SERIES CONTINUES ON IN THE REGULAR TITLE STARTING WITH WILDC.A.T.S #5.

Image

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ASK IMAGE P. 16

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Marika Bristol
Production Coordinator
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Cover Illustration: Created by Jim Valentino; Story and Art by Keith Giffen; Dialogue by Alan Grant; Colors by Clydene Nee.

Trencher Comes To Shadowhawk's Land

Images of Shadowhawk

Keith Giffen Interview By Len Senac

HOW DID YOU FIRST BECOME INVOLVED WITH JIM VALENTINO AND IMAGES OF SHADOWHAWK?

As various Image creators were getting in touch with me, trying to convince me that Image was the way to go, Jim was also calling and was one of the more incredibly persistent. When I finally decided to take the plunge and go in for the Trencher book (my little island at Image) Jim happened to mention that he was working on this idea to do a Shadowhawk book along the line of DC's Dark Knight, wherein the creators would come in and do their riffs on Shadowhawk. Jim asked me if I would be interested in doing the first three. I thought it would be kind of hot to play around with the Shadowhawk character. Then, when the opportunity arose to bring the Trencher character in as sort of a cross-over thing and really do a kind of an over-the-top Shadowhawk, that locked it in for me.

WHAT IS YOUR VISION OF SHADOWHAWK?

I don't know if that's really my place to say. All I'm doing is really building off of what Jim did. One thing I keep in mind when doing an assignment like Images of Shadowhawk is that the character is not mine. Jim's been really good about this in that he gives you a lot of latitude in the way that you handle Shadowhawk, as long as you keep the character consistent. Thank God Jim is not one of those people that's into the real anal continuity of books. But, he does insist that the character be consistent in his appearances...whatever restrictions there are, there are very few.

CAN YOU GIVE US A HINT OF WHAT YOU HAVE IN MIND FOR YOUR THREE ISSUES?

...I was thinking, what if he (Shadowhawk) were to break somebody's back...and what if one of the guys was important, such as an underworld figure

who then decided to turn in state's evidence? And then the basic riff on the Trencher character is that he repossesses souls that were reincarnated in the wrong bodies. And what if this underworld character's name came up on Trencher's list? How would Shadowhawk deal with this? The fact that he might find himself actually having to keep one of these street scum alive...that was the basic attraction; pitting Shadowhawk almost against himself
One thing that I liked that Jim went along with was that these are not two heroes who will fight one another and suddenly decide, "Well, we're both on the same side, let's team up and go after the real enemy." When this story is over I can pretty much guarantee these two guys hate one another and if they ever run across each other again, they're just gonna start up where they left off. These are not two quote/unquote *heroes* teaming up. These are two pretty well twisted individuals coming up against one another
...I can't really say much more without giving the storyline away other than to say that it's gonna be kind of like a white-knuckle roller-coaster ride without a safety bar.

SO, DEFINITELY THEN, TRENCHER WILL BE A PART OF THIS THREE ISSUE SERIES?

Yeah...It's interesting to play the character as kind of a walk-on threat. If anyone's familiar with the Trencher book they can tell that I do it kind of loopy sometimes and the Trencher book does have kind of a tongue-in-cheek, almost parody aspect to it. But, when you're walking into Shadowhawk's world you play by Shadowhawk's rules. So it's gonna be a grimmer, more determined Trencher. Sort of Trencher by way of Michael Myers in the Halloween movies; this force that just keeps coming at you and all you can do is try to withstand. Those are the kind of stories that I like. I like stories that have a real solid conflict at the core. Anything else that comes around it just really enriches it.

ARE YOU LOOKING FORWARD TO WORKING WITH ALAN GRANT AGAIN?

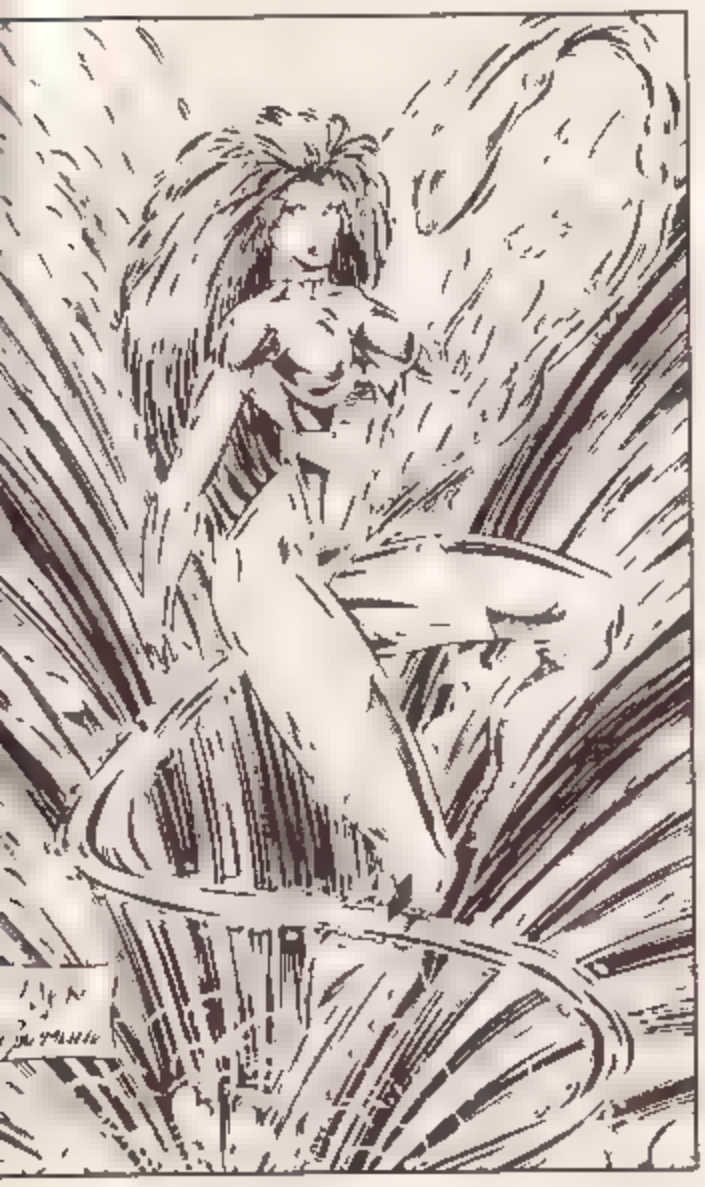
Yeah. I like Alan's dialogue. He's got that very irreverent kind of writing approach that people immediately identify with the British writers, but there's not attitude in his writing. It's good, clean, straightforward writing. Alan seems to be the most straightforward writer in terms of good, solid super-hero adventure. And yet he co-created Judge Dredd, so you can tell that he does have a little streak of black humor running through him. He seems to realize that we're doing comic books, and comic books should be fun. And that's the bottom line. If you're not having fun, then geez, why put yourself through all of this?

TEAM YOUNGBLOOD: CHAP YAEP

INTERVIEW BY RON RIFE

FIRST OFF, HOW DID YOU INITIALLY BECOME INVOLVED WITH ROB AND IMAGE?

I met a few of the guys from Extreme at the Wondercon in Oakland last year, I showed them some of my samples and they brought them back to the studio and showed Rob. Later, I met up with Rob in San Diego, where I talked to him in person and he ended up giving me a pin-up job to do. That led to penciling the Youngblood Yearbook story, which in turn led to the Youngblood #4 1/2 story. Once I was done with that, Rob asked me to come on board as the regular penciller on Team Youngblood.



WHY DON'T YOU GIVE US AN IDEA OF WHAT YOU'LL BE DOING WITH TEAM YOUNGBLOOD.

Well, basically Team Youngblood will focus on Youngblood's Away Team and it will follow the team through all sorts of different adventures. In the first issue, Sentinel and the team respond to a threat created by Giger and the terrorist organization he heads up, Cybernet. Rob first introduced Giger in the pages of Youngblood Strikefile and this story will sort of flesh him out a bit more. Rob's really painting Giger to be a pretty malevolent guy - in this first issue Cybernet takes over the space shuttle in order to gain control over the world's communications satellites. So, he's really not the kind of guy you'd want to mess with.

JUST TO REFRESH OUR MEMORY, WHICH YOUNGBLOOD MEMBERS MAKE UP THE AWAY TEAM?

Initially, the team consisted of Sentinel, Brahma, Cougar, Photon, Psi-Fire and Riptide, but we've trimmed the team down a bit since then. Brahma's gone - we'll be going into the why's and wherefore's behind that as the series progresses - and so is Psi-Fire We're also going to be giving the original members some new

costume designs that I think everyone's going to be pretty excited about

ANY NEW CHARACTERS TO REPLACE THEM?

Yeah, there are two new characters, Dutch and Masada, who will be joining the team in the first issue and they will continue to stay on as the story progresses. Rob came up with the idea for Masada and I took his concept for her and created her visually. As for Dutch, he was a character I came up with. He was going to be part of a team called Code 9 that is going to be in the Extreme book. Anyway, I had a penciled page of what he looked like on the wall where I draw and when Rob saw it, he thought it would

be cool to put him in Team Youngblood

HOW DID TEAM YOUNGBLOOD INITIALLY COME ABOUT, WAS THE DECISION TO DO A SECOND YOUNGBLOOD BOOK BASED ON FAN RESPONSE OR...?

That's it, exactly. There was such a demand from the readers for two different books that we finally gave in and decided to give the Away Team their own book. Rob did a good job establishing all the Home Team characters and they immediately became the more popular of the two teams with characters like Diehard and Chapel, but I think the Away Team needed their own book to further establish characters like Sentinel and Cougar. We touched on that a bit in Youngblood Yearbook, but now readers will be able to see both teams on a regular basis.

WHAT'S THE BACKGROUND BEHIND TEAM YOUNGBLOOD?

Well, it's still a government program and all that, but in this case it's more of an international thing where the team is on call to protect our country and others in

times of crisis...Which is why Rob decided to call them the Away Team! Basically, they handle any kind of overseas threats, things that the Home Team wouldn't normally get involved in

IS TEAM YOUNGBLOOD GOING TO BE AN ON-GOING OR LIMITED SERIES?

Team Youngblood will be a regular on-going series starting in September, with me penciling it and Norm Rapmund inking. Rob's going to be plotting the book and Eric Stephenson will be handling the scripting end of it. Paul Mounts is going to be doing the colors.

WHICH CHARACTERS DO YOU ENJOY DRAWING THE MOST?

Ummm. Lets see, I've really only drawn Dutch once, but my favorite has always been Cougar, because he's got this cool rough and tumble look with his pointy ears and all, plus he's going to have longer hair now that I'll be drawing him. I'm really just starting to learn how to draw girls, so I like drawing Riptide and Masada. Basically, I like drawing all of them, but I'd probably say that after drawing Dutch a few more times he'll probably become my favorite.

HOW DO YOU FEEL YOUR STYLE DIFFERS FROM OTHERS?

Actually, I don't know how different it really is, it's kind of a combination of everybody - Rob's exaggeration, Jim Lee's line work, just about everybody whose artwork I've enjoyed.

ANY FAMOUS LAST WORDS?

Well, I don't know about famous or anything, but I will say that I'm really excited about working on Team Youngblood and I hope the fans respond with the same enthusiasm. I know I have a lot to live up to working on a Youngblood book, so I hope the fans are willing to give me a chance. After all, I'm still learning!

BRETT BOOTH

HOT SHOTS

Birthdate: Nov. 3, 1972

Hobbies: Basketball, ping pong

Favorite Music: Whatever's good

Famous Saying: You can't win!

Favorite Food: Steak, potatoes, chicken

T.V. Show: Seinfeld

BY KELLY VAN LANDINGHAM

HOW DID YOU FIRST DECIDE YOU WANTED TO DO COMICS, BRETT?

A friend of mine gave me a comic while I was in study hall and I started drawing from that. A few months later I was drawing pages That's when I decided to get into comics.

SO, HOW DID YOU END UP AT HOMAGE?

The talent search. I sent some samples in and Jim gave me a call and asked me to do a piece. Eventually, Jim asked me to work in the studio.

DO YOU HAVE ANY OTHER CREDITS IN THE COMIC WORLD?

None yet But, look for the Grifter Backlash mini-series

HOW DO YOU LIKE WORKING WITH JIM AND THE OTHER GUYS AT HOMAGE?

Great! I've really learned a lot since I've been here. It's great. The work is great. It's all great...great!

GOOD CHOICE OF WORDS, BRETT! SO, WHO ARE YOUR INFLUENCES?

Well, Jim is the biggest! Marc, Whilce, and Art Adams also play a large role in my work

WHAT DO YOU LIKE BEST ABOUT YOUR JOB?

The healthy competition between everyone at the studio, if you can call that the best part.

IF YOU WEREN'T "COMPETING" WITH OTHER ARTISTS, WHAT WOULD YOU BE DOING?

I'd be working in some museum dusting off old bones...or running guns.

HMMM. OKAY. SO, WHERE DO YOU SEE YOURSELF FIVE YEARS FROM NOW (IN THIS LINE OF WORK?)

Hopefully with my own creator owned book, or, if I'm lucky, lots of creator owned books.

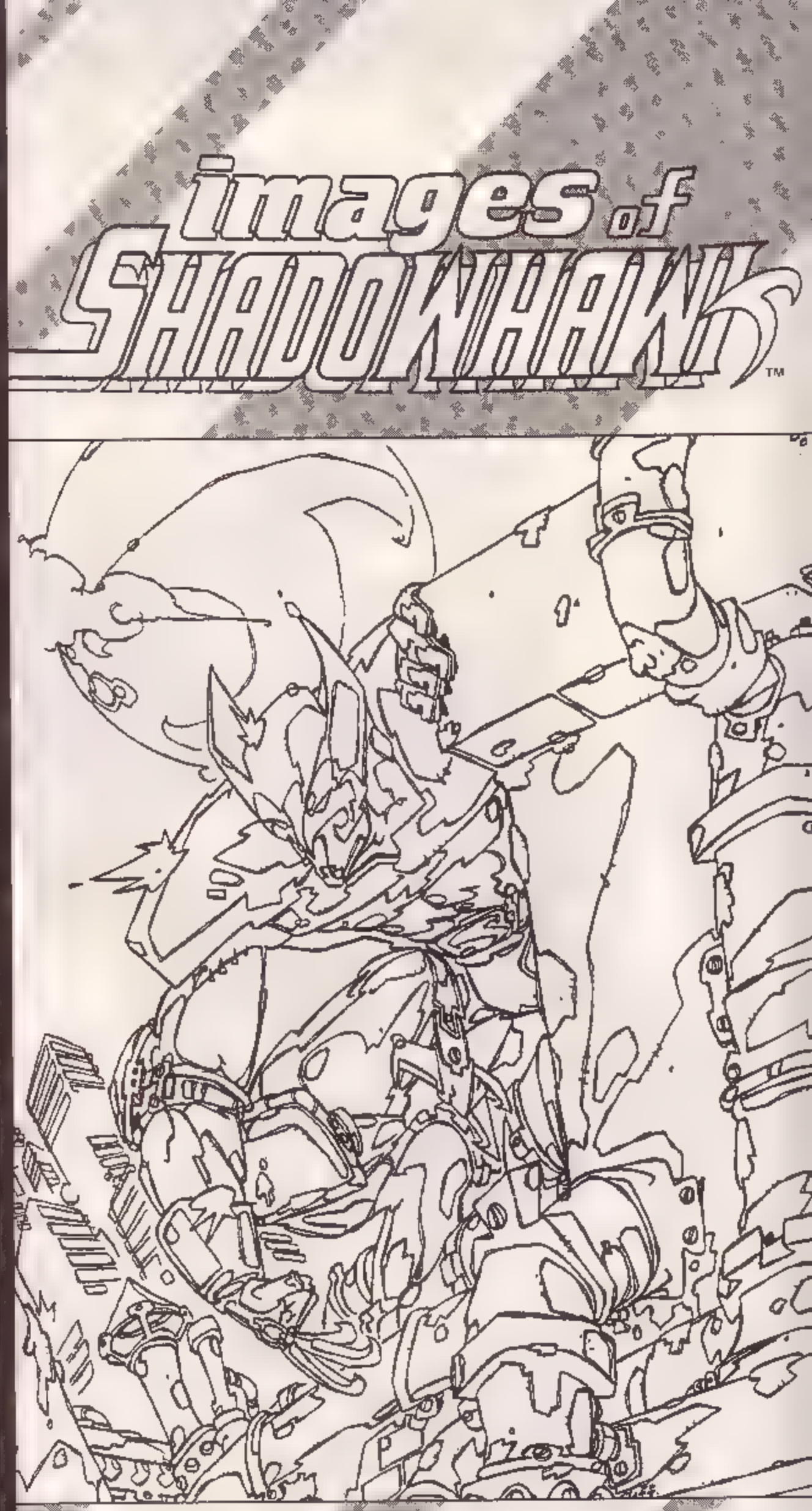
IN WHAT BOOKS CAN WE SEE YOUR WORK, BRETT?

WildC.A.T S #0, Stormwatch #0, 4, 5, Deathmate, back-up story in Stormwatch Yearbook, and the Grifter Backlash mini-series coming in October.

IMAGES OF SHADOWHAWK #1

$1.95
Color.
Giffen/Grant/Nee

When Carmen the "blow hold" Oliver decides to turn in state's evidence, Shadowhawk finds himself in the unenviable position of having to see to it that the little weasel survives long enough to testify. Considering the fact that Carmen's broken back was Shadowhawk's doing, this is a particularly bitter pill for Shadowhawk to swallow. But the amount of scum that Carmen can take down - mostly drug related - helps in choking that pill down.
Unfortunately, one Gideon Trencher is in town, and Carmen's name is on top of his list of folks to-be-pos-sess. Add in the Twilight Runners, a gang of body hopping para-normals contracted to see to it that Carmen never makes it to court, and you've got a fight that Shadowhawk will NEVER forget!



TEAM YOUNGBLOOD #1

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Color.
[illegible]
Yaep/Rapmund

The first issue of a new [illegible] on the members of [illegible] kicks off with a blast as [illegible]

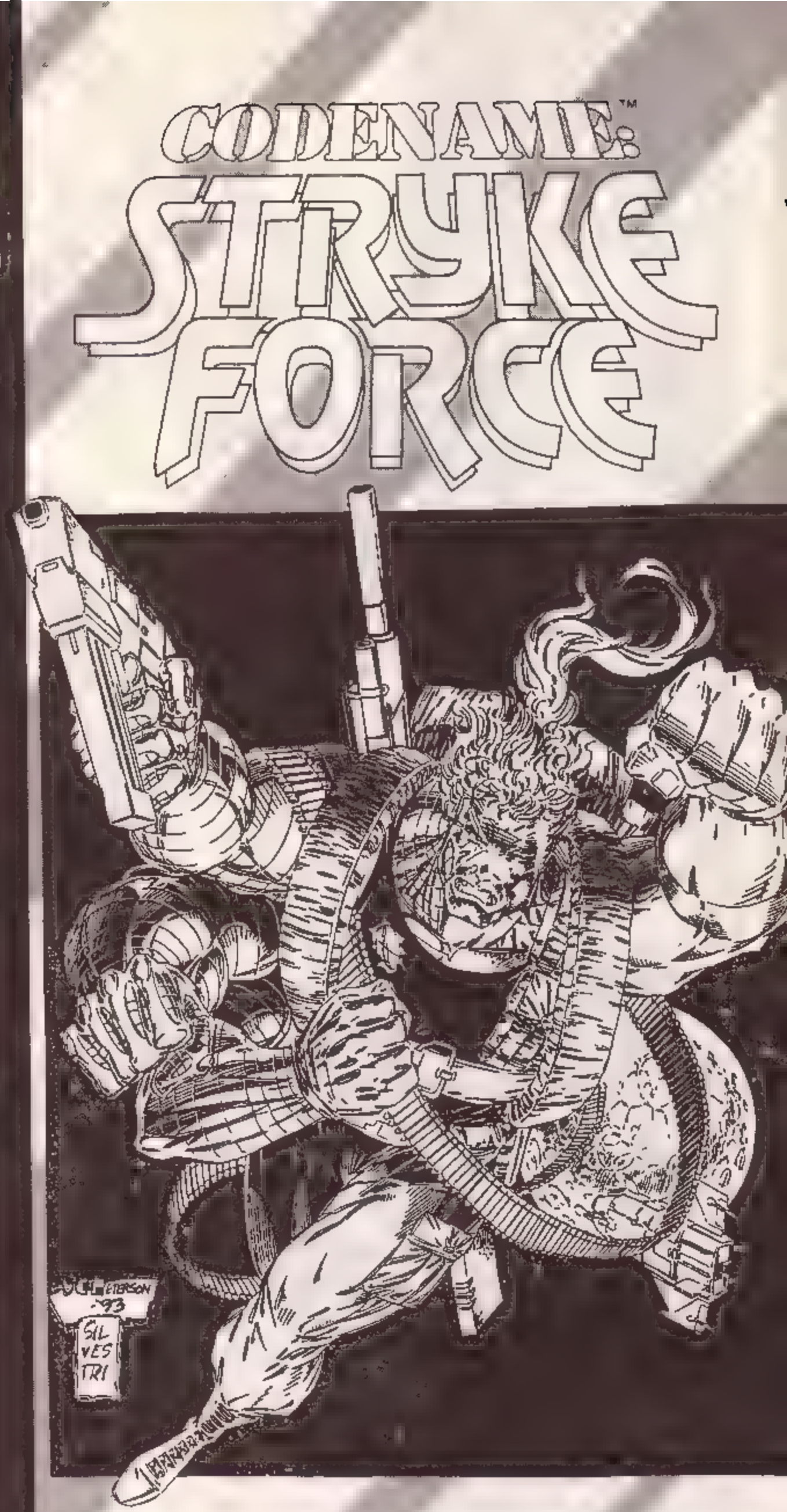
All that stands between [illegible] tion is Sentinel and the [illegible] two all-new members! Not to be missed!

CODE NAME: STRYKE FORCE #2

$1.95
Color,
Marc Silvestri/
Brandon Peterson

him before he reaches

can't miss!



SAVAGE DRAGON #4

$1.95
Color:
Erik Larsen

Barbaric joins the

[illegible]

tension builds as the

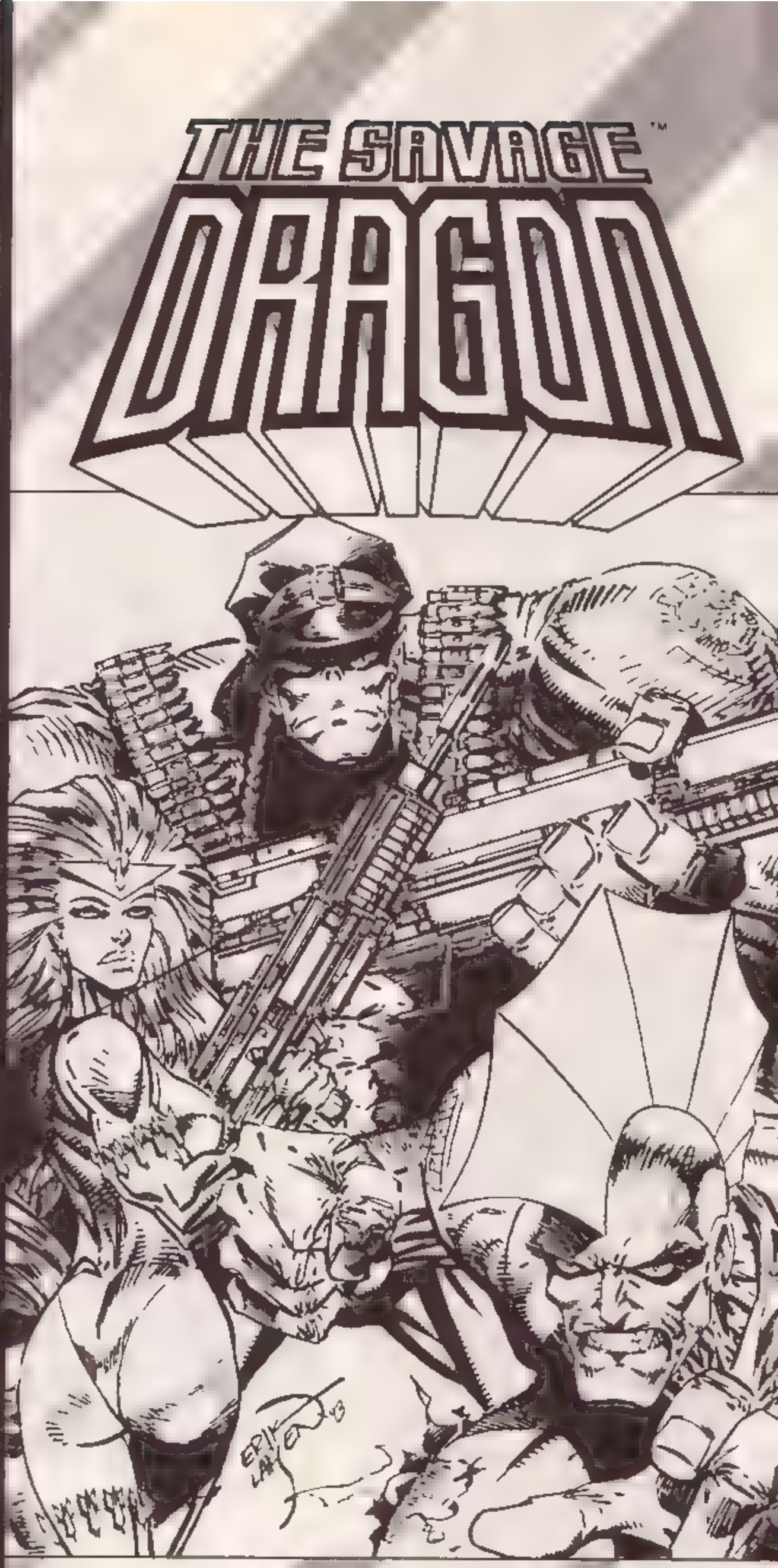
to attack. The new team

features Ricochet and

[illegible]

Karl Kesel with a cover

by Adam Hughes.



BLOODSTRIKE #6

$1.95
Color.
Liefeld/Giffen/
Fraga/Miki

More explosive action as Bloodstrike goes head-to-head with Supreme, and Fourplay makes a startling discovery about her past life!

STORMWATCH #5

$1.95
Color.
Lee/Choi/Booth/
Chiodo/Heisler

The unthinkable has happened! The WAR-GUARD™ has been let loose to wreak havoc on SKYWATCH™! In the hands of the DAE-MONITES™, they are virtually indestructible instruments of death! It is up to BATTALION™ and STORMWATCH™ to stop them before they decimate SKYWATCH™ and possibly escape to Earth to create a global conflagration! Don't miss this battle royale on the eve of destruction!

TRENCHER #5

$1.95
Color.
Keith Giffen

The small town of Raven's Roost has a secret. A dark secret that lurks behind the town's picture postcard facade. And if the townsfolk all look a bit too perfect, the men too uniformly handsome, the women too consistently beautiful, just chalk it up to clean living. Oh, and about that almost palpable feeling of dread...try not to let it spoil your stay. Guess where we're sending Gideon THIS month?

1963 #6

THE TOMORROW SYNDICATE

$1.95
Color.
Alan Moore/
Rick Veitch

Everybody knows that the Tomorrow Syndicate (U.S.A., the Hyper-Naut, Infra-Man, Infra-Girl, Horus and the N-Man plus the Fury!) are the greatest heroes of all time! And now they must go beyond time and space itself to rescue Mystery, Incorporated!

ASK IMAGE

C/O Image Comics, P.O. Box 25468
Anaheim, California 92825

Dear Image,

My name is Joe Amato, and I consider myself a true fan of all the IMAGE titles. Like many people, before IMAGE came about, I did not have much of a choice when it came to choosing "good" comics. Marvel and DC are so commercialized and other companies were either too far off the wall or just not interesting. Then came IMAGE! The art was great and the stories were even better. With a few exceptions, IMAGE titles are pretty much all I buy. I love to collect the titles for the joy of collecting. This, however, brings me to my one and only "gripe." It's frustrating for a true collector like myself to see these greedy comic store owners take the "freebie" you give them (like special gold or glowing issues, etc.) and sell them for outrageous prices. That takes some of the joy of collecting away because those things are basically unattainable. Is there any way someone ordinary like myself can get these things? The true collector is the backbone of the comic market, so while these comic stores come and go, don't forget the people who buy your comics week after week.

I really do think your company does a fantastic job, so keep up the good work.

Joe Amato
Mobile, Alabama

This is an interesting issue, Joe. Comic collectors often fall into two categories: those who collect because of a true interest in comic art and those who see comics as a financial investment. We understand that it's sometimes frustrating to collectors; however, here at Image, we really don't have any control over book pricing. If a store owner chooses to mark up a book's cost, there are no industry restrictions.

The good news...as a benefit to you (the collector), our promotional department has strict guidelines on how some books must be distributed. For example, if we give a special premium book to a retailer for a charity auction or a grand opening giveaway, we require the retailer to supply us with the name and address of each recipient. This helps to ensure that the books are actually not being used for the store's financial gain.

You, the fan, are our biggest concern Joe. We won't forget you. Thanks for your letter.

Dear Image,

I would like to get the following items: Inside Image #1, #2, #3 and the Image Plus one shot.

Let me know what is available and how much I need to send to get them.

Ricky Sullivan
Chesterfield, Missouri

Your question, Ricky, is one we hear quite often. There is a bit of confusion over what the Image office can and cannot do. As you know, Image is a publisher. We produce books which are distributed by other companies.

Here's how it works: Once a book is printed it is shipped directly from the printing factory to any one of a number of distribution companies across the country. Each distributor has a group of clients (retailers) which it supplies with books. So, when you go to your local comic store, the books you see are there because that retailer purchased them from a distributor who purchased them from us.

All this to say that the Image office cannot directly supply books to our readers. You'll need to go to a store or buy through a mail order service. I hope this clears things up for you.

Dear Image,

I sent a letter to one of your artists about two months ago. I still haven't received a response. How can the artists be so rude? Don't they care about their fans?

Heidi Davidson
Seattle, Washington

To the contrary, Heidi. Image artists do care about their fans. The only problem is that, sometimes, one artist alone receives several thousand pieces of mail in one month. I've asked several of the artists about this. Erik Larsen told me that every piece of mail he receives is opened, but he can personally only read a couple hundred letters each month. The artists want you to know that your letters mean a lot to them, and they really do try to respond when it's possible.